

# BREEDINGNAG

Breedingnag #78

1966AQ (F '11)

19 December 1967

Game 1966AQ

Fall 1911

C Z A R R E I N S E L W I N S ! ! !

S W E E P I N G R U S S I A N V I C T O R Y ! ! !

Former British, German, and Austrian Empires become Russian.

## The Spring retreats:

France: Fleet Kiel to Holland.

Turkey: Army Piedmont to Venice.

## The moves:

RUSSIA (Reinsel): Fleet North Atlantic Ocean to Liverpool. Fleet North Sea to London. Fleet Helgoland fight support army Kiel to Holland. Army Edinburgh stand. Army Kiel to Holland. Army Denmark support army Berlin to Kiel. Army Berlin to Kiel. Army Prussia to Berlin. Army Munich to Ruhr. Army Silesia to Munich. Army Bohemia support army Silesia to Munich. Army Tyrolia to Trieste. Army Serbia support army Rumania. Army Rumania support army Serbia.

FRANCE (Thompson): No moves received. Fleets Skagerrak, English Channel, Mid-Atlantic Ocean, Gulf of Lyon, Western Mediterranean, and Tunis, all stand. Armies Ruhr, Burgundy, and Picardy all stand.

TURKEY (Greene): Army Venice to Piedmont. Army Tuscany support army Venice to Piedmont. Fleet Naples to Tyrrhenian Sea. Fleet Aegean Sea support army Bulgaria. Army Bulgaria stand. Fleet Apulia support fleet Ionian Sea. Fleet Rome support fleet Naples to Tyrrhenian Sea. Fleet Ionian support fleet Naples to Tyrrhenian Sea.

The French fleets Holland and Tyrrhenian Sea, and the French army Piedmont are annihilated, being dislodged and having received no orders.

As a result of these moves the belligerent powers control the supply centres listed below:

RUSSIA: 4 home, 3 Scandinavian, Berlin, Munich, Kiel, 3 Austrian, Rumania, Serbia, Holland, London, Edinburgh, Liverpool. 19 in all. May build 4 as there is no space for 5.

FRANCE: 3 home, 2 Iberian, Belgium, Tunis. 7 in all. Must remove 2

TURKEY: 3 home, Bulgaria, Greece, 3 Italian. 8 in all. No adjustment.

When these instructions re builds and removals have been complied with, Russia will have an absolute majority of the pieces on the board. Charles Reinsel, the player for that country, is accordingly declared the winner of Game 1966AQ. Congratulations Charles!

#### PRESS RELEASES

Tel Aviv. The Peeriest Party's latest hoax on the public has been revealed, and the attempt to pawn Peery off as an elected official has failed. We told you he would try some under-handed stunt, didn't we?

Jerusalem. Abdul Gamel Green, naturally, since this story must have a happy ending, returned from St. Petersburg, where he welcomes the news that he was elected Prime Minister. The vote was,

Ben Peery 74,201  
Abdul Gamel Green 226,109

The people of Palestine, at the last moment, realized that they couldn't accept Peery money, and vote for evil, so they turned about and voted for the party of good, and lived happily ever after, Arabs and Jewish people clasping their hands together in Peace, Friendship, and Love, Amen.

Constantinople. I bet it is a cold winter in Paris about this time. The Sultan said today, "hopefully, your boys and mine will be home before winter". This great feeling of peace is filling the land, for cries of happiness and plenty will surely be heard with a general peace in Europe. Plans are already being made to double the gross national product over the pre-war level, by 1920.

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So ends Game 1966AQ. The gamesmaster would like to take this opportunity of thanking the players for their co-operation throughout. Every player saw his position through to the end. There were very few missed moves and some of the few there were, were more apparent than real; that is, they were late and came in a day or so after publication of the issue. This happened several times to James Goldman, playing Italy, and once or twice to other players. On the whole, though, moves were not only sent in, but sent in promptly. It is indeed a pleasure to conduct a game under such circumstances, so, once more, thank you.

Thanks are also due to those players who sent in press releases. In particular to Jack Greene, who sent in press releases with every move. Also to Larry Peery who sent in several neutral press releases, (Greene was, of course, the player he was neutral against, but never mind). Again, many thanks.

It will have been noticed that Earl Thompson missed the last move. This is due, I think, to his moving to another location in Los Angeles. As

there was a possibility that his move had merely been lost in the Christmas rush of mail, I tried to phone him three times, twice directly and once indirectly. As a result of the former I learned that his phone has been disconnected and the phone company had no information about resumption of service. After that I tried to reach him through his friend Bruce Palz, only to learn that the latter had no more information than I had. However, I think it can be safely said that the outcome would have been the same anyhow, though perhaps with slightly more delay. Russia had gained secure possession of Kiel and Edinburgh. The capture of Liverpool in the Fall was a certainty. France could have defended either London or Holland; however, the successful defence of both would have depended on correct guessing of the Russian moves. If only one had been retained, Russia would have secured a win anyhow. And if both, then the game would almost certainly have resulted in a Russian victory after one more year of play. In brief, the break down of communications between Geneva and Paris may have changed the timing, but not the eventual outcome.

All players or onlookers who have comments on this game are invited to submit them.

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Charles Norbert Reinsel.

Charles Reinsel, just declared the winner of game 1966A2, was first attracted to Postal Diplomacy in the spring of 1965. A school teacher, teaching Math and Science in the local High School, he is the father of four pre-teen and early teen daughters. He has been a long time collector of the books of Edgar Rice Burroughs and, stemming therefrom, of action comics. In connection with this hobby he published a magazine devoted to that field of interest, Worb's Notes. This journal was highly regarded among fellow collectors of the genre, and he was able to secure original drawing from many professional cartoonists and illustrators for the covers and illustrations of Worb's Notes.

Charles' interest in Diplomacy was aroused by John Boardman's two articles in the Gamesman. He almost immediately became an avid player and nearly achieved the ambition which he once had of playing in every 'zine published. Indeed, he and von Metzke were probably the first of the hyperactive players; prior to their appearance on the Diplomacy 'zine scene even the most active players never carried more than 3 or 4 games at a time, in contrast to the dozen or more simultaneous games which became quite common, following their example.

Not content with being an extremely active player, Charles launched his own Diplomacy magazine, Big Brother, in February 1966, something short of a year after he began to play. Big Brother has flourished ever since and is one of the two magazines published today which maintains what at one time was the standard rate of a move every two weeks without fail. Though its speed is well known it is less well publicized that it is a very accurate journal: errors of transcription, marking moves as succeeding when they fail, and so on, are rare in Big Brother. I know of no other journal which is

reliable in this respect. Its administrative practices are less universally admired.

Not content with postal play, Charles often plays over the board. Sometimes with local players in Pennsylvania and, when he tires of those, he often makes forays to Youngstown to meet the professionals. Last summer he even made a trip to the west coast, on the same errand.

As can be seen he is a very keen Diplomacy player. This is his first victory. I would like to wish him many more; always provided, of course, that they are not in games in which I am also playing.

Brobdingnag Completed Game Rating List - #15

The completion of Game 1966AQ makes necessary a new edition of the BROB Rating List. Games included are 1963A, B, 1964A, B, D, 1965A, B, D, E, F, G, H, I, L, M, O, S, T, 1966B, D, E, F, O, R, AK, AP, AQ. Games underlined are 5-man games and are not included in the country listing.

+24 John Smythe (4W7)	+ 4 Larry Feery Dian Pelz Earl Thompson Chris Wagner Rod Walker
+20 Derek Nelson (2W6)	
+18 Charles Wells (3W3)	
+14 John Moning	+ 3 Jack Greene
+12 Jerry Pournelle (2W2)	+ 2 Hal Haus Mark Owings Gail Schow Jim Sanders
+ 9 Banks Lebane	
+ 8 James Bygert (1W3) Donald Miller (1W2) Charles Reinsel (1W4) Charles Turner (1W2)	+ 1 Bill Christian James Latimer (1W2)
+ 7 Frank Clark John McCollum (1W7)	0 Ed Baker Edi Birson Bill Bogert Christina Brannan John Davey Ben Mendin Alan Huff (1W3) Terry Kuch Dave Lebling Geo. Parks
+ 6 James Mackenzie (1W5) Bruce Pelz (1W1) Jock Rost Monte Zelazny (1W1)	
+ 5 Nick Brooks Ken Davidson	
+ 4 Len Atkins Don Berman Richard Bryant Bob Lake Kenneth Levinson	- 1 Terry Huston Anders Swenson Conrad von Metzke (1W7) Bob Ward

- 2 Bob Adams  
Brenda Banks  
Stephen Barr  
John Boardman  
Al Goggins  
Gregory Molenaar
- 3 Ron Bounds
- 4 Clint Bigglestone  
Art Canfil  
Bob Cline  
Dennis Frisch  
Jack Harness  
Greg Long  
John Mazar  
Dave McDaniel
- 5 Charles Alexander  
Tom Bulmer  
Stuart Keshner  
Stephen Patt  
Richard Uhr
- 6 Jack Chalker  
Scott Duncan  
Margaret Gemignani  
Sidney Get  
James Goldman  
Thomas Gorman  
Don Recklies  
John Sandoval  
Joel Sattel  
Bill Schreffler
- 7 Jerald Jacks
- 8 Dan Brannan
- 9 Barry Gold
- 10 Paul Marley  
Bernie Kling  
Richard Schultz
- 12 Fred Lerner
- 14 Phil Castora  
Roland Tzudiker

The Country List

Turkey	+30	60.4%
England	+22	57.6
France	+13	54.5
Russia	- 4	48.6
Austria	- 7	47.5
Italy	-13	45.5
Germany	-43	35.1

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Broddingnag Current Game List #9

+26	Charles Wells
+24	John McCallum
+23	John Koning
+20	Charles Turner
+19	Derek Nelson Monte Zelazny
+17	Jerry Pournelle John Smythe
+16	Donald Miller Charles Reinsel
+15	Rod Walker
+14	James Dygert
+12	Frank Clark
+11	Terry Kuch
+10	James MacKenzie
+ 9	Jack Greene James Latimer Hal Maus Larry Peery
+ 8	Earl Thompson
+ 7	Thomas Griffin Banks Lebane Eugene Prosnitz
+ 6	John Austin Ken Davidson

I had thought of doing a percentage listing as described in #77 to accompany this, but enough is enough. Perhaps with the next one.

\* 6 Allan Huff  
Bruce Pelz  
Richard Shagrin  
Chris Wagner

+ 5 Rick Brooks  
Chuck Carey  
Harold Peck

+ 4 John Beshara  
Richard Bryant  
Michael Dobson  
Bob Lake  
Kenneth Levinson  
Wm Lee Linden  
Dian Pelz

+ 3 Don Barrows  
Douglas Beyerlein  
David Lebling  
Greg Long  
Mark Owings  
Bud Pendergreass

+ 2 Len Atkins  
Doug Baker  
Bill Haggart  
McDonald  
Momada  
Frank Musbach  
Cliff Ollila  
Hank Reinhardt  
Jose Revillagigedo  
Jock Root  
Mehran Thomson  
Ben Turk  
Bob Weston

+ 1 John Alden  
Hugh Anderson  
Christina Brannan  
Bill Christian  
Lou Curtis  
Thomas Eller  
Dan Evans  
Alan Fisher  
Dave Francis  
Wayne Gibbs  
Michael Hakulin  
Jay Maldeman  
George Heap  
Sherry Heap  
Stephen Hueston  
Paul Leithh  
Robert Maloney

+ 1 John Hazor  
Richard Letzger  
Mike Miller  
Tom Rosenbaum  
SDDCCBW  
Mike Santos  
Gail Schow  
Bob Speed  
Conrad von Letzke

0 Edwin Baker  
Don Berman  
Wm Bogert  
John Davey  
Ron Mendin  
Wayne Moheisel  
Kim Pattee

- 1 Dan Brannan  
Terry Huston

- 2 Bob Adams  
Brenda Banks  
Ron Daniels  
Ken Fletcher  
Al Goggins  
Gregory Molenaar  
James Munroe  
Jim Sanders  
Steve Fowlesland  
Al Scott  
Anders Swenson

- 3 Scott Duncan  
Mike McIntyre

- 4 Michael Aita  
Len Bailes  
Clint Bigglestone  
John Boardman  
Art Canfil  
Alexis Gilliland  
Stephen Gordon  
Jack Harness  
Mark Johnson  
Dave McDaniel

- 5 Tom Bulmer  
Stuart Keshner  
Fritz Mulhauser  
Steven Patt  
Jerry Tenney

- 6 William Celestre  
Jack Chalker  
Sidney Get  
Thomas Gorman

- |     |   |     |   |
|-----|---|-----|---|
| - 6 | Clyde Johnson<br>Jack Longbine<br>Jerry Page<br>Rick Payment<br>Don Recklies<br>John Sandoval<br>Bill Schreffler<br>Bill Stewart<br>Stephen Willard | -10 | Paul Barley<br>Bernie Kling<br>Joel Sattel<br>Robert Ward |
| - 7 | Ron Bounds<br>Leonard Garland<br>Geo. Parks   | -12 | Stephen Barr<br>Fred Lerner                               |
| - 8 | Edi Birsan  | -13 | Jerald Jacks  |
| - 9 | Brian Bailey<br>Robert Cline<br>Dennis Frisch<br>Barry Gold<br>Ron Parks<br>Richard Uhr   | -14 | James Goldman<br>Dick Schultz                             |
|     |   | -25 | Charles Alexander<br>Phil Castora                         |
|     |   | -26 | Roland Tzudiker   |
|     |   | -29 | Margaret Gemignani  |

Game 1966A9.

Magazine: Brobdingnag. Gamesmaster: John McCallum. Players: England, Greg Long. France, Earl Thompson. Germany, Derek Nelson. Italy, James Goldman. Austria Scott Duncan. Russia, Charles Reinsel. Turkey, Jack Greene, Jr.

	<u>1901</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>
England	4	4	3	2	OUT						
France	6	6	7	8	9	10	12	12	12	12	
Germany	5	5	5	5	5	3	1	1	OUT		
Italy	3	4	4	4	4	OUT					
Austria	5	4	1	OUT							
Russia	6	7	8	9	10	12	12	13	14	14	19/18 and wins!
Turkey	4	4	6	6	6	9	9	8	8	8	8

The players in the game differed widely in previous experience. Derek Nelson and James Goldman were very old hands, both having played in the first postal game played and both having extensive over the board experience. Charles Reinsel and Earl Thompson both entered postal play in the early months of 1965; as mentioned elsewhere, Charles Reinsel played in very many games prior to this one, and Earl Thompson had been in several. The other three players were new to postal Diplomacy. All three, Long, Duncan, and Greene, entered one or two other games almost simultaneously with entering this one: those games were the first postal games for any of them. In the case of Duncan it was his first Diplomacy game of any sort; I am not certain if Long and Greene had any over-the-board experience, but probably not.

Fairly early in the progress of the game and of its companion 1936.IV, Monte Zelazny made the suggestion that players should send in with their moves a secret statement of their hopes and fears, these to be published at the game's conclusion. Such commentary as was received is published below, along with a running summary of the action, and the gamesmaster's comments.

### 1901

Play was fairly standard. Russia apparently had an agreement with Turkey to share the Balkans between them, as its fleet entered the Black Sea without opposition and it crossed the Galician frontier in the spring. Germany likewise did not oppose Russian occupation of Sweden. England made the customary capture of Norway and sent a fleet into the Skagerrak apparently in preparation for a Russian war. France made all three of its possible first year raises. Italy failed to move in the Fall and consequently secured no raise. Turkey displayed considerable trust in its Russian ally and moved its fleet into the Aegean.

### 1902

Battle was joined between France and Germany in the Spring, with Germany seizing Belgium but unable to hold it in the Fall. England attacked Russia in the north gaining St. Petersburg but losing Norway in the process. Russia pressed its attack on Austria, which was also beset by Turkey and Italy.

It was at this time that a suggestion was made for secret statements of plans from the players.

Goldman (Italy), Spring: You have stated an interest in the plans and intentions of the players. Here are mine; they may be published after the game. untrustworthy. Do not like

1900: Allied with Reinsel and Greene. Consider them highly/projections of my position after Austria goes. Allied with Duncan; neutrality pact with Thompson.

Spring, 1901: Duncan in big trouble already, will have to hold off on intended betrayal and support him. France doubtful.

Fall, 1901: Damn! Austria holding up. Good old Derek - France safe. Turkey's Aegean fleet deadly-exceptionally good move.

Spring, 1902: Lucked out. Attack on East Med major strategic victory. Germany has ended French threat.

Submitted with Fall moves: Offered alliance to France against Germany, non-aggression pact with Russia, alliance with Germany against Russia, alliance with Turkey against Russia, non-aggression pact with Turkey to neutralize East Med. ...Intend to take East Med. in 1903 if Turkey does not beat me to it. Then will convoy Tunis army to Syria and out-flank Greene. ...Intend to take Munich in Spring '03 if opportunity arises, then Silesia in Fall, thus out flanking eastern alliance on both fronts.

### 1903

A year of unmitigated disaster for Austria, with Turkey gaining Serbia and Greece, Russia gaining Budapest and retaining Vienna, and Italy landing an army in Albania for a pinoer attack on Trieste. There was a deadlock on the Western Front. England suffered a rebuff in Scandinavia and was invaded by a French army going to London in the Fall.



Goldman (Italy), Fall: Italian-Turkish alliance hopefully cemented. May be fighting France soon. Commencing negotiations for anti-Russian alliance.

#### 1904

A stalemate continued on the Western front. A British unit destroyed by the Russians in Scandinavia. Russia seized last Austrian supply centre. France continued with its occupation of Britain. All Italian units east of the Adriatic forced back or destroyed.

Thompson (France), Spring: I had considered convoying army Picardy to Wales but thought the North Sea and Belgium to be more important. Two armies on English soil would have been nice, but keeping Belgium safe plus an attempt at seizing the North Sea, or keeping others out of it, seemed more important. England's best move would be F. Norweg. Sea to North Atl., F. Skag to North Sea, and F. Norway to Norweg. Sea, after making a deal with Russia - Norway for England and Sweden for Russia with Norway and Finland kept empty. Perhaps England would be even wiser by having Russia agree to an English fleet retained in Norway. At any rate I shall contact Reinsel immediately to see if Russia and France can make a deal. Peace offers from France have gone out to Germany.

Thompson (France), Fall: France's strategy is to try to seize the North Sea and to try to seize Edinburgh. The new fleet will go to the North Atlantic and by next Fall I hope to take the North Sea and Edinburgh and perhaps Holland. Perhaps Austria will take Munich and deeply wound Germany.

#### 1905

Continued stalemate on the Western front. Russia completed occupation of Scandinavian peninsula and France of Britain. England out of the war. Russia and Turkey press solid front against Italy. Russia built fleet on north coast with obvious view of extending its right wing around entire north of board.

Thompson (France, Fall: These moves leave London vulnerable. I do not think it will be attacked. Further I do not want Germany to convoy an army to England. At this point, I'll try for Edinburgh, get a defensive position in the south, and hold Germany. By next move Russia should begin to move against Germany or Turkey, and I will move at that time. ((His hope of the open London not being attacked was realized. His move stood off an attempted German convoy to England, as anticipated. -jamcc))

#### 1906

Russia and Turkey pushed attack on Italy and France grabbed Tunis. Russia invaded Germany in the Fall, attacking Munich from Austrian bases and the open Berlin by convoy from Scandinavia, abandoning its previous non-aggression policy toward that country. Turkey simultaneously attacked Russia's Balkan possessions. But Russia's gains in Germany were sufficient to allow her to build in the south, preventing complete collapse in the south.

Thompson (France), Spring: After 4 hours of planning I'm all pooped out. I figured Germany will assume I'm moving Fleet Brest to Channel, Fleet Channel to London supported by Fleet Yorkshire, army Edinburgh holds, in preparation for taking North Sea. Therefore England is safe and Germany will repeat his last move. With Turkey I figured

French to Tunis, Italians in Tyrrhenian will slow him down long enough. I figure Russia to work on Venice, and if Russia goes for Marseilles, she will wait for a Fall move, I hope. Basically, I'm hoping Russia will play Tyrolia to Munich soon, or that the threat of it will make Ruhr support Munich taking pressure off Belgium. The new fleet Mid-Atlantic can defend, or move to Channel, or to North Atlantic, or to Spain, then West. Med. as needed. Since Tunis will give another build next year, I'll press on. I need three fleets to take the North Sea and that's why I built in Brest. Also I may have to keep Channel supporting Belgium for a while, so Mid-Atlantic to North Atlantic to Norwegian Sea. Then I can move. This is the long way, but if I had built army Marseilles, then Germany might try to convoy to England, etc. Besides, Russia may not attack Germany but Turkey (or, gulp, France) instead. The fleet attack will do nicely in this case. Germany (Wilson), Fall: I think Reinsel may have made a big mistake in attacking me. A Franco-Turkish alliance and he is in deep trouble.

#### 1907

Russia pushed steadily westward occupying Germany, as France finally crossed the Rhine into Holland and the Ruhrgebiet. A German army made good its retreat to Norway from which it advanced into St. Petersburg. A Franco-Russian war began as soon as their forces made contact over the prostrate body of Germany. The Russo-Turkish war continued in the Balkans, with territory changing hands in both directions but a slight advantage in gains to Russia. France pushed fleets in the western end of the Med as a defensive measure but did not advance into the Tyrrhenian; presumably this was not to antagonize Turkey while keeping an adequate guard **against** that country.

#### 1908

An indecisive war continued in Germany. (First and last, Munich was taken no less than 7 times, the Russians and French alternately gaining possession; Kiel 5 times, and Berlin 3 times. The local authorities prepared street signs, and the like, in both French and Russian, so as to have one ready for any eventuality.) Open war now developed between France and Turkey in the Mediterranean. An armed truce developed in the Balkans between Turkey and Russia, with Turkey holding one less centre than it had before its defection from the Russian alliance in '06. The last German army ended the year in Warsaw. (It was a Bavarian army, which had gone from Munich, to the Ruhr, to Holland in 1901, remained in occupation of Holland until 1906, and then was convoyed to Norway. It marched through the trackless wastes of the Karelian peninsula to St. Petersburg, then to the Baltic provinces, and finally to Poland, in an effort to get home. Driven out of Poland the following year it refused to retreat northward to the sand-dunes of the Baltic coast, and the remnants of it were interned at Brest and Lublin.) In addition to the German one there was in 1908 a French army also in eastern Europe in Silesia, which had moved east before the German line in Germany had solidified. The two western armies on, or near, Russian soil were not strong enough to seriously challenge Russian might but they were an embarrassment to that government. Thompson (France) Winter: A pity, I thought I might win this one, but it looks like Russia will come out ahead, for I intend to block

turkish expansion at all costs, even if it means giving the game to Russia.

#### 1909

Russo-Turkish alliance is confirmed. The Franco-Turkish and Franco-Russian wars continued with indecisive results. The battered German army finally laid down its arms.

#### 1910

Another year of indecisive fighting in Germany. But the two French armies in eastern Europe (another had pushed east since '08) were annihilated, resulting in the only fighting front being along the Rhine. Russia moved units to gain possession of the North Sea, promising gains in Britain which was denuded of French occupying troops.

#### 1911

Russia expelled all French forces remaining in Germany and occupied Britain, bringing the war to an end.

Thompson (France), Spring: It appears this game will last only one more game year, or two at most. Russia will win, I am sure. Turkey is in no position to betray Russia. It appears that Russia will gain England, Germany, and perhaps even the Lowlands. This will leave France with 6 to 9 supply centres in the Fall, depending on the intelligence of the Russians.

#### Gamesmaster's general comments.

The game was marked by little change in alliance pattern; this is, I think, a fairly common feature of postal, as contrasted with over-the-board, play. There was one major break, in Fall 1906, and it is convenient to divide the discussion at the same point.

Before 1906, in the south eastern half of the board there was a united attack by Russia, Turkey, and Italy upon Austria. It is sometimes stated, or implied, that geographic alliances are the outside feature most likely to disrupt game pattern. Reinsel, playing Russia, and Duncan, playing Austria, both live in Pennsylvania and were as close neighbours as any pair of players in the game. However, at the time of the game's formation a rather acrimonious discussion was going on in Graustark's letter column, a discussion which virtually insured an Austro-Russian war, a war for which Russia secured Turkey as an ally.

This feature being imposed upon the game from the outside, Italy had two possible strategies - to support Austria, making it a two against two war, or to herself attack Austria from the rear, picking up what it could of that country before it was destroyed by frontal assault from the east. Italy chose the latter course. While this may have been a wise choice in the beginning, after it had failed, partly due to Goldman's (Italy's) failure to submit moves on time, his persistence in it surprised me. Turkey had, throughout, taken a proportion of its builds in the form of fleets, all built west of the Dardanelles, a development which was a sure indication of an impending Turko-Italian war. None the less, Italy continues to attack Austrian territory. Fruitless attacks since Italy had not

sufficient strength to support them properly, but attacks which hurt Austria in its attempt to defend itself against Russia and Turkey. The reasoning behind this course of action escapes me, since all it did was to hasten the day when Italy would face the same enemies that Austria was then fighting, and to assure that she would face them alone.

In the North Western half of the board a Franco-German war broke out immediately. In a letter from Derck Nelson (Germany), which I must have mis-filed since I don't have it for quote, he stated that he hoped for support from England in an attack on France, but that England wished to wait until it had taken Scandinavia. From that point I think England had two possibilities. Take Norway in 1901 as it did and try for an agreement with Russia to let it alone and throw all its power against France in conjunction with Germany. Even if Russia didn't agree, or didn't keep its agreement, this policy might have succeeded, as, with both North Sea powers against it, France would have been defeated fairly soon, and England would have been in a position to return to punish Russia for any thefts made while England's attention was elsewhere. Secondly, it could have pressed on with vigour into Scandinavia and St. Petersburg, building an impregnable line Finland, Norway, St. Pete. It opted for the second but omitted the necessary vigour. One move was missed and sometimes it played ineptly, for example in 1902 there was a play for a certain capture of Norway, with a very probable follow up of Sweden on the following move, but the opportunity was not taken. As stated else where, this was Greg's first game, and allowances must be made. This effectively ruined England's own chances and, thereby, Germany's as well. (And, incidentally, Austria's. Austria was putting up a valliant though probably doomed struggle against her assailants. It didn't help her any that every time she had a path open to the heart of Russia it could be blocked by new armies being raised in her path, resulting from Russian gains against England in Scandinavia.)

Up to 1906, Spring, both Germany and Russia had maintained a non-aggression pact, neither putting forces in the territory between their respective supply centres, and even refraining, for the most part, making raises in Warsaw or Berlin. In another letter which I seem to have lost (I have lost all the crucial ones) which Reinsel sent with his Fall 1906 moves, he told me that he expected to be attacked by his ally Turkey on that move. To gain supply centres for raises to counter that expected attack, Reinsel (Russia) now entered Germany, not by the usual route from the east, but from north and south. An army was convoyed into the empty Berlin from Sweden and other armies deployed against the Italians in western Austria suddenly swung northward into Munich. Germany, pressed between Russian and French attacks was, by the next move, down to one force, which, however, continued to harass the Russians for three more years. Fall 1906 saw the first major turning point of the game: from that time on the French Russian duel was a major feature.

The Russians and Turks battled rather chaotically in the Balkans for a few moves. However, a major portion of Turkish strength was in fleets in the Mediterranean, which could not be

effectively deployed against Russia, and Turkey was soon convinced of the wisdom of returning to its former alliance with Russia. Judging by Press releases at least, this so annoyed Thompson's France that, from that time on, Greene's Turkey was regarded as the principal enemy. Thereby missing, in my opinion, a fighting chance for a win.

In Fall 1909 France had four fleets in the western half of the Mediterranean. Turkey had 5 fleets and several armies in and near Italy. On land there is usually only one line along which a deadlocked position develops, namely the one stretching through supply centre-less territory from the Gulf of Finland to the Alps. In the Mediterranean, on the other hand, there are a number of places where an impregnable line can be established. The four French fleets already in the Med. theatre were sufficient to establish such a line Marseilles, Lyon, West. Med, North Africa. That line could never be outflanked and would have held forever. The then current French position was then somewhat forward of that line. There was no need to retire to it, until forced to do so, but any forced retirements could be made with that ultimate position in view. And look at the economy of force. Those 4 fleets would tie up the entire Turkish force of 5 fleets and 3 armies; moreover, since 1906 Russia had never fully trusted Turkey and had kept 2 or 3 guarding armies in its Balkan territories so that the French fleets would effectively have contained two and a half times there own number.

France had, moreover, two armies in Berlin Silesia. Not nearly enough to themselves advance on the body of Russia but certainly enough to make the position of the Russian forces in Germany precarious. In my opinion, what was now required, if France was to have any hope of victory, was a build in the north, all available forces to be used against Russia, and defensive action in the Mediterranean. France built an army Marseilles with the apparent intention of using it in a Mediterranean war. 5 forces were not enough to fight a successful offensive war in the Med. against Turkey's 8. Four were enough to defend there. France never had a sure thing; it did have, I think, some chance.

Comments from all players and spectators on this game are invited.

Congratulations, once again, to Charles Weinsel on a well deserved win. Likewise to Jack Greene for his runner up position, and to Earl Thompson who fought so strongly against two thirds of the board. And thanks to all the players whose co-operation made it possible to run the game so promptly. Not quite as promptly as the winner would have run it, but a reasonably close approximation thereto.

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Brobdignag is a journal of Postal Diplomacy which had reported the progress of game 1966AQ. It continues to report game 1966AV. It is edited and published by John McCallum, Halston, Alberta, Canada, and sells for ten cents a copy.